

DARK Angel

Vampire Apocalypse



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Table of Contents

INTRODUCTION	3
GETTING STARTED	4
CONTROLS	5
ANNA	6
THE SHADOW LORD	8
MONSTERS	8
EQUIPMENT	10
MISCELLANEOUS EQUIPMENT	11
MELEE WEAPONS	12
PROJECTILE WEAPONS	14
ACQUIRING AND SELLING ITEMS	16
EXPLORING THE WORLD	17
SAVING YOUR PROGRESS	18
SOFTWARE LICENSE AND LIMITED WARRANTY	18
CREDITS	19
ADVICE	19

Introduction

You are entrusted with the defense of the common folk from the oppressive monsters who seek to enslave the world of Gothos.

You have only one year to prepare yourself to fight an awesome foe known as the Shadow Lord, but with faith, courage, and careful planning you will succeed. Take some time to familiarize yourself with your arsenal and study the nature of the enemy.

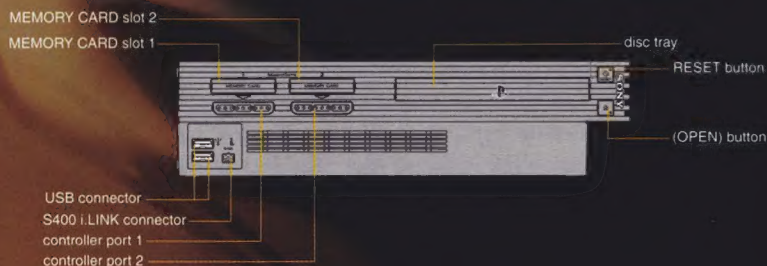
Your primary goals are:

1. Weaken the armies of monsters
2. Rally the people to aid in their own defense
3. Gain the abilities and items you need to face the Shadow Lord



Getting Started

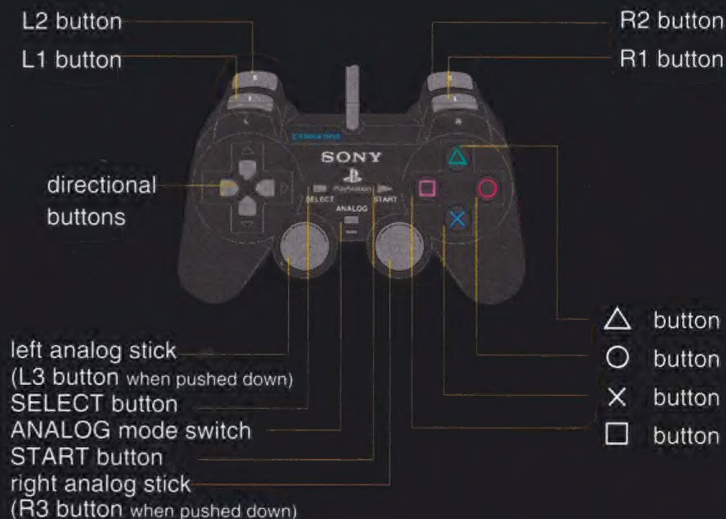
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the Dark Angel: Vampire Apocalypse disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Controls

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Left Analog Joystick

△ Button

○ Button

× Button

□ Button

R2 Button

Select Button

Start Button

movement

use equipped item #1

use assigned item #2

use assigned item #3

use assigned item #4

in Dungeons, change zoom level of minimap

view inventory

view world map

Anna

In the world of Dark Angel, you control the avatar of Anna, a Champion who protects the weak from the forces of evil.

Anna is a mysterious young woman who possesses heroic Strength, Intellect, and Health. Her Strength grants her the ability to deal tremendous melee damage and resist melee attacks. Anna's Intellect allows her to make more potent magical attacks, resist magical forces, and aim projectile weapons with inhuman precision. Her Health allows her to take a huge amount of physical punishment before she must rest, and it gives her a powerful Spirit so that she can channel magical power into her attacks.

To view Anna's Strength, Intellect, and Health, press Select and move the silver arrow pointer to highlight Anna. A pop-up window will appear and show Anna's statistics.

Each time Anna kills a monster, she will absorb its evil strength and gain experience points. The more evil creatures Anna defeats, the stronger she becomes. This means that Anna can defeat any specific enemy as long as she is persistent, for she will grow while the enemy will not. If you encounter a monstrous Fiend on the 12th level of the Necropolis who kills you quickly, go to the Lost City and gain some experience and new items to grow in power before returning to fight the Fiend.

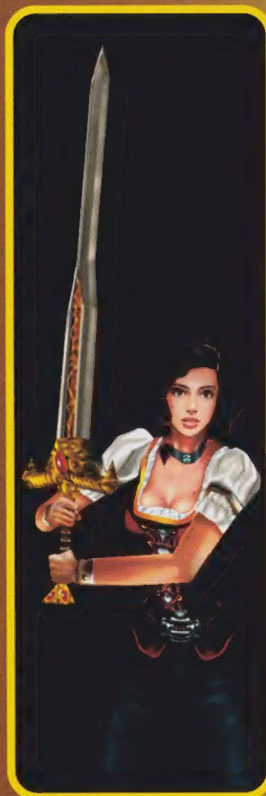
Each time you gain a level, your Strength, Intellect, and Health will increase permanently. At the exact moment you gain a level, Anna's current Health and Spirit points will surge to maximum.

You will also find some items, called reagents, which power ancient Relics housed in the villages. The Relics can grant you greatly enhanced abilities if you collect sufficient reagents from the dungeons.

Anna can run quickly from region to region. As she is a lone warrior, she is able to slip back and forth across the besieged land without fear of being molested.

Where you choose to wage your war against the armies of the Shadow Lord will determine how Anna grows. You will mold her and change her based on your choices. If you spend all of your time in the Necropolis, you will become the master of the Vampire Sword and grow in magical ability, and you will help the city of Westhaven to flourish. However, if you only spend time in the Necropolis, the rest of the world will suffer, and Anna will be sickly in comparison to a champion of Rygard. Though Anna is a great hero, her greatest power is her connection with the goodly people of Gothos who live in Westhaven, Hom, and Rygard.

Explore various regions, take up Quests, and balance your effort to save the people from the onslaught of monsters and you will become a Heroine to the People remembered for many generations.



The Shadow Lord

This creature of legend has not been seen by mortal eyes for 1000 years, when he ruled the land of Gothos and shrouded it in enchanted darkness. Long ago, your ancestors shattered his stone body and hurled him into deep pits.

With his defeat, his sorcerous darkness dissipated. His armies fled into the underworld, defeated, but plotted foul revenge. Humans who had once been slaves and food for the elite monsters settled into a peaceful lifestyle, developing agriculture, music, art, and science.

The advent of science unlocked natural forces that gave humans great destructive power. The former minions of the Shadow Lord began to fear that the awesome power of explosives and the "thunder sticks" would enable humans to hunt in the Underworld of Shayde where monsters still had refuge from the light of day. The humans had even begun thwarting the monster's nightly hunts by which the monsters preyed upon humans for food, and selected a few Chosen People to be transformed into evil creatures.

The Shadow Lord's shattered mind called out to his minions in their time of fear and doubt--his tyrannical personality dominated them. The monsters have mobilized to rebuild their fallen lord and reclaim the world they once ruled.

The people of Gothos work tirelessly to develop new technology to prepare for the coming of the Shadow Lord, but the monsters have begun their siege. The people need you to protect civilization and help them survive the icy grip of terror.

Monsters

Three tribes of monsters serve the will of the Shadow Lord: The Undead, The Forgotten, and The Mutants. All three tribes regard humanity as a lesser animal, suitable for food or for Conversion. The Undead abduct villagers to transform them into Vampires, Fiends, Ghosts, and Ghouls.

The Forgotten use humans as slaves to serve the lordly stone Titans, entertain the diabolic Slayers, train the Hunters, and feed the voracious Dragu. The Mutants experiment on humans to attain "perfection" as brutish Biomechs, insidious Cerebri, insect-like Crawlers, and fish-like Devolved.

You will face hordes of these creatures in your quest to defeat the Shadow Lord. Engage them on the surface world and learn how they fight before taking the battle into the dungeons which they inhabit.

The Undead dwell within the Necropolis, a gigantic underground tomb in the south of Gothos. The Undead are focusing their attack on Westhaven to stifle the economy and cut off access to food grown in Tanglewood's many farms.

The Forgotten have reclaimed the Lost City, to the southeast of the Badlands. The people of Hom rely on the rare minerals and powders found in the Badlands to make their powerful explosive devices and firearms. The Forgotten presence in the region threatens Hom's research and development of superior firepower.

The Mutants have set up their base in the infinite roots of the Ancient Forest so that they can launch attacks on the Frozen Wastes--which is the primary source of iron used to make weapons and armor in Rygard.

The monsters' strategy is to keep humanity weak, but you can turn their own nature against them: the uneasy truce between the monster clans exists because each has the power to destroy one another. It is mostly their disdain for humans and fear of their Master that unites them. If you balance your time between all the regions of Gothos, you can steal the monsters' magic and use it against them. Be cautious about spending too much time fighting in one dungeon--the other monsters will rally and reinforce the dungeons you leave alone for too long.

Read about your equipment to learn how to best defeat each of these monsters.

Equipment



You begin the game well-equipped to fight monsters. You start out with some melee and projectile weapons, as well as some defensive tools and medicine. You will quickly find yourself in varied combat situations.

In order to manage your tools, the first thing you will want to familiarize yourself with is the Inventory Screen. Try this example:

Press the **SELECT** Button at any time to look in your inventory. When you first start your adventure, you'll want to equip your Leather Armor by using your left analog joystick to move the silver pointer over the Armor icon. Armor of any type has a chance to totally block any melee attack, though certain armor types are better against certain types of attack (metal armor suffers against electrical attack for example, and leather armor helps you to avoid critical hits, since you can remain agile).

If you highlight any item, an info window will pop-up to tell you about that item. Sometimes you will read about special magical enhancements, such as "Vampire Slayer" or "Treasure Hunter" which give a rare item special powers.

Press the **X** Button to equip the armor. Armor always is assigned to one specific equip slot.

Other items will be assigned to the button you press while you are highlighting an item in the inventory. The arrangement of the equipped item icons is the same as the arrangement of the **Triangle** Button, **Circle** Button, **X** Button, and **Square** Button on the PS2 controller. For example, the top equip slot corresponds to the **Triangle** Button.

Miscellaneous Equipment

In your journeys, you will find tools to help you survive.

If you become severely wounded, equip the red potion and use it. You will regain some health. If you should die, do not worry--you won't lose anything other than time resting, and you can just walk back to the location you last explored. If you do think you are going to die soon, press the **START** Button and walk to a town where you can rest. It is more time-efficient to walk to a town rather than to recover from Anna's death.

Boots will enable you to jump over dangerous enemies and avoid magical attacks. Boots that you have currently equipped will confer a bonus armor value to help reduce monster's melee damage attacks. Bracers also give you an armor bonus when equipped, and you can activate equipped Bracers to block. Armor is your best source of protection, as it covers your whole body, and can deflect enemy melee attacks. Be careful about wearing metal armor around monsters that use electrical attacks.

Melee Weapons



When you fight a monster with a melee weapon, try pressing, tapping, or holding down the button. Different equipped items will behave differently when you hold the button down. For example, the Saber will swing once if you press the button once, it will stride and swing if you tap it repeatedly, and if you hold the button down, Anna will Lunge. The Saber is a great melee weapon to use in the Necropolis. Experiment to get a feel for how the other weapons serve you. You may find that the Mace is more your style, especially if you are fighting the armored Forgotten Legions which live in the Lost City.

Anna starts the game with her Saber already equipped, assigned to the X Button. The main purpose of melee weapons is for attacking monsters—but you will also encounter objects such as levers, sarcophagi, and breakable walls which you can interact with by using your melee attack.

Melee Weapon List

Axe

This heavy chopping weapon is useful when fighting Mutants, for they tend to be bulkier, thicker, and more resistant to small cuts. By channeling Spirit, the Axe can be used to charge through a mass of monsters, sending them flying in all directions. This Berserker Frenzy is especially damaging to the less intelligent Crawler and Devolved.

Broad Sword

This huge blade is enchanted to harm the Undead. By channeling Spirit, the Broad Sword can deliver a devastating Smite attack, which can banish evil Ghosts and Fiends in a single swing.

Mace

This heavy bashing weapon is ideal against the armored legions of The Forgotten. By channeling Spirit, this weapon can be used to perform a Spinstrike, which causes extra damage to the stone Titans and armored Slayers. The Spinstrike hits many enemies at once, but leaves you vulnerable to attack.

Rune Sword

This blade is inscribed with Runes which cause extra damage to all lesser monsters unable to resist its magic. When Spirit is channeled into this weapon, it can defy space and time to strike all monsters in range simultaneously. It will consume all your Spirit and damage all targets based on how much Spirit was consumed.

Saber

The light and agile Saber is best for fighting the Undead, since its piercing strikes hit their vulnerable spots. By channeling Spirit, the Saber can deliver a series of Lunge attacks, which are deadly to Vampires and Ghouls.

Scythe

Users of this small claw-like weapon gain the benefit of increased freedom of action and avoidance of critical blows. When Spirit is channeled into the Scythe, its user will become a blur of action. While performing this Blade Dance, the user will only receive Ω damage from attacks. This weapon is effective against The Forgotten, and is particularly effective against the scaly Dragu and armored Hunters.

Vampire Sword

This serrated blade is deadly against Mutants, for it will cause special blood loss damage in these juicy creatures. When Spirit is channeled into any Vampire Sword, it will drain as much Spirit as it deals damage and feed its user's Health. This Vicious Cut attack is most deadly to Biomechs and Cerebri.

Projectile Weapons

Some of your tools are designed to deal with large groups of enemies. If you find that many enemies are crowding around you, press and hold the button you have assigned to use the Pistol. The Pistol starts out assigned to the **Square** Button. Holding down a button assigned to a Pistol will shower the enemies with musket balls. Firing 20 shots is sure to send a horde of enemies flying away from you. Also, you start the game with a small amount of bombs which are slower to use, but have a large area effect and are great for stunning a room filled with monsters. You can use a bomb while jumping to increase its range.

Projectile Weapon List

Pistol

This is a well-rounded weapon designed to pierce many targets. It is wise to let the enemy gather in a group before opening fire.

Repeater

This variant of the pistol fires at a faster rate and peppers the target with smaller beads. The Repeater deals maximum damage when firing in an arc, in the case when you are surrounded by enemies. This weapon saturates the target with many small cuts, and is most effective against Mutants.

Longshot

The Longshot is best for firing at enemies at long range, and its precision allows for better critical hits against the Undead. It is best to line all the enemies up in a straight line when before firing this weapon.

Blaster

The Blaster fires a scattered cloud of shot to hit a wide area. It is slower to fire than most weapons, but it will serve you well in situations when you wish to stun a group of monsters before attacking them with a melee weapon. The force of the Blaster can crack the stone skin of Titans and tear through armor, so it is a good choice against The Forgotten.

Bomb

Toss this weapon into a room for a radial attack that will momentarily stun and disorient the enemy. This weapon type is slow to prepare, but it is a good first step in any group combat situation. When used in combination with a jump, it can be tossed further and surprise the enemy.

Lightning Bomb

This Bomb variant is ideal when fighting hordes of Mutants, since Mutants are vulnerable to electrical damage.

Fire Bomb

Undead are vulnerable to fire damage, which makes the Fire Bomb a good choice when fighting in the Necropolis.

Poison Bomb

The Forgotten were spawned of the desert--the acidic and impure nature of the Poison Bomb causes them to take severe damage.

Acquiring and Selling Items

Often you will find items in the course of your quest. You can also rely on the villages to supply you with tools and items.

In any village, you can talk to the villagers to learn about the state of the world, or to trade if you wish to get different item types. Walk up to a villager and press the **X** Button to talk to him or her. Shopkeepers display their name above their head. If you talk to a shopkeeper, you will enter a screen similar to the inventory screen, but you will see an image of the shopkeeper and the items for sale where you would normally see Anna. Move the silver pointer over any item on the screen to buy or sell that item.

When you highlight an item you can read some information about that item, including how much it costs to purchase or how much it is worth to sell. When you purchase an item, the Shopkeeper is constructing that item for you, and will sometimes need special magical resources like Necrystal, Power Gems, or Primordial Ooze. If you pay for an item to be forged, you can immediately sell it, but for much less gold than you paid for it.

Once you sell an item you can't get it back, but the village will put it to use by giving it to the people. Any item you sell is helpful to the town where you sell it. If you sell a magical item to a village, they will put it to use to either improve research, the economy, or the military (depending upon whom you sell it to).

You may also get quests from the village Shopkeepers. Solving quests helps improve your civilization, and will result in faster growth in Anna's power and experience, as well as earlier access to better and cheaper items.

The villages also have obelisks that hold ancient relics capable of increasing your Strength, Intellect, and Health-but you must possess the necessary reagents to power the relics.

Exploring the World



When you first start the game, you will be engaged in a battle from which you cannot escape. You will be able to view the world map, but not be able to use it to journey away from Westhaven. The first battle is the only battle you will not be able to escape from; otherwise you are free to go where you please.

After you have defeated the monsters that are raiding Westhaven, press the **START** Button to look at the Gothos world map. Move the silver cursor to highlight any region of the map to travel to that location. The Necropolis monsters are a little easier to beat at lower levels, so you might want to start there, or go to Tanglewood just to get some practice battling the enemy. The monsters in the Lost City are a little more difficult for someone who is just starting out, but be brave and try your luck!

Each area is populated by different classes of monsters, and each area provides you with different types of treasure. For example, you can find the Life Seed only in the Ancient Forest, so if you spend a lot of time there, you can grow in Health quickly.

Mostly, try out different combinations of items on different monster types. If one area is too hard, try another area. You are constantly growing in power, so you will find that something which daunted you earlier becomes more manageable later.

Saving Your Progress

You will need a PlayStation®2 Memory Card to save your progress. When you want to save your game, press the **START** Button to view the world map, then press the **Triangle** Button to view Options. Highlight the "Save Game" option and press the **X** Button--the game will now save. If you want to quit, highlight the "Quit" option and press the **X** Button--but be sure to save first. When you are ready to restart your game, press the **START** Button from the title screen and select the save slot you wish to load from your PlayStation®2 Memory Card.

Software License and Limited Warranty

Please read this license carefully before installing or using the software. By using this software, you agree to be bound by the terms of this license. If you do not agree to the terms of this license, do not use the software and promptly return this package and all its contents to the place of purchase for refund.

The manual and software programs and audiovisuals of the accompanying media which are described by the manual are copyrighted and contain proprietary information belonging to Metro3D, Inc. No one may give or sell copies of this manual or the accompanying media, software, or the listings of the program in compiled form to any persons or institutions, except as provided for by written agreement with Metro3D, Inc. No one may copy, photocopy, reproduce, or translate this manual, or reduce it to machine readable form, in whole or in part, without the prior written consent of Metro3D, Inc. Any unauthorized person(s) reproducing any portion of this program, in any media, for any reason, shall be guilty of copyright violation, and shall be subject to civil liability at the discretion of Metro3D, Inc.

Neither Metro3D, Inc. nor any dealer or distributor makes any warranty, express or implied with respect to this manual, the software, or any related item, their quality, performance,

merchantability, or fitness for any purposes. Some states do not allow limitations on how long an implied warranty lasts--the above information may not apply to you.

As a condition to the warranty coverage provided below and to ensure identification, the original purchaser must register their customer contact information via e-mail to game_webmaster@metro3d.com or visit www.metro3d.com to register. Metro3D, Inc. warrants to the original purchaser that the media is free from material defects for 90 days, except those defects caused by use or neglect subsequent to purchase. In no case will Metro3D, Inc. be held liable for direct, indirect, or incidental damages resulting from any defect or omission in the manual, or any related items and processed, including, but not limited to, any interruption of services, loss of business, anticipated profit, or any other consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which may vary from state to state.

If the product becomes damaged by accident or abuse, or if you make any unauthorized attempt to modify or duplicate the product, no warranties or rights apply to you. For Consumer Service, visit www.metro3d.com.

Credits

Programmers:

Roger Fang
Anders Granlund
Chris Lambert
Eric Wilson
Titus Wilson

Sound and Music:

Jeff Hofmann

Voice Talent:

Raul Lavios
Jacquie Hofmann
Jeff Hofmann
Mark Jordan
Scott Krehbiel
Sahra Mohammed
Yvonne Zamora

Special Thanks:

Lounge Folks
SCD Folks
David Coombes
Kaz Hirai
Bret Mogilefsky
Sean O'Connor
J. Patton
Ben Wiggins

Artists:

Chia-Lin Chen
McCoy Chen
John Howe
Mark Jordan
Scott Krehbiel
Eagle Lee
Shaun Tsai
Peggy Wang
Todd Wang
James Yamaoka
Percy Yang
Jackie Zheng

Biz:

Fernando Angel
Kim Chang
Eva Chiu
Joey Hu
Mat Kuwitzky
Stephen Lin
Winnie Lo
George Nakayama
Yvonne Zamora

Thank you for supporting Metro3D

Advice

Visit www.Metro3D.com to post questions to the forums. This is a great way to share ideas and solve problems.



Metro3D

Dark Angel: Vampire Apocalypse © 2000, 2001
Metro3D Inc. www.metro3d.com
Questions & comments, e-mail game_webmaster@metro3d.com
12 South First Street, 10th Floor, San Jose, CA 95113

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon
is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S.
AND FOREIGN PATENTS PENDING.